

## **INSTRUCTIONS**

"Where am I? Who am I?! How do I get out of here?" Many of us are asking ourselves the same questions these days, but in Mindshadow, you can find answers. Discover your lost identity by sorting through a series of complex situations, examining every potential clue along the way.

## **LOADING INSTRUCTIONS**

### **Amstrad 464/664/6128**

1. Reset the computer by turning it off and then on again, or by holding down the CTRL, SHIFT and ESC keys together.
2. Owners of the 464 machine should first type the following: DISC then 'ENTER'.
3. Insert the disk in the disk drive and type the following: RUN "MIND" then 'ENTER'. The game should load in a few seconds.

## **GETTING STARTED**

When you select the TUTORIAL option on the menu (2), you'll be taught the basics of becoming a first-rate graphic adventurer. Allow it to take you by the hand and learn the fundamentals before proceeding.

Now and then, in the thick of Mindshadow, you may feel baffled. Type HELP and the computer may offer advice, but only three times.

Whenever you wish to view the most recent 25 lines of text, press RETURN. The graphics on the screen will be replaced by text until you press RETURN again.

## FUNCTION KEYS

Your computer's function keys are shortcuts to typing in commands.

### KEY

#### F0 REPEAT LAST COMMAND

F1 SAVE A GAME. Stores a game and assigns a number to it. You can save up to 10 different games using the 0-9.

F2 LOAD A GAME. Retrieves and loads game number of your choice.

F3 HELP

F4 REMEMBER \_\_\_\_\_

F5 DROP \_\_\_\_\_ (type in object to be dropped.)

F6 GET ALL. Picks up all objects on screen.

F7 QUICKSAVE. Press before a risky move! An informal means of saving your current game. Erased each time another game is "QUICKSAVED". The "QUICKSAVE" command will instantly save your game in memory (until you turn off your computer). By using the "QUICKLOAD" command, your last "QUICKSAVE" game will be reloaded.

F8 QUICKLOAD. Loads the game from "QUICKSAVE".

F9 EXAMINE \_\_\_\_\_

Whenever a function key is pressed, the screen will display the command for verification. Give it your 'O.K.' by pressing RETURN.

## TEXT COMMANDS

There's a useful reference list of key commands on the package and in the tutorial. Keep it handy. Remember, too, that other words may often be substituted. Experiment!

THE "THINK" COMMAND: At times, you'll want to know more about the nature of a character or object. At such pensive moments, type "THINK \_\_\_\_\_," filling-in the name of what you'd like to think about. You'll be amazed at your own prowess.

Be careful, if you forget to "Think \_\_\_\_\_" or miss a clue completely, you may get to the end of the adventure and not know your true identity.

THE KEY COMMANDS: A partial but important listing. Use as a quick reference. Several can be abbreviated as noted.

(N) ORTH

(S) OUTH

(E) AST

(W) EST

(U) P

(D) OWN

(R) IGH

(L) EFT

(F) ORWARD

(B) ACKWARD

(I) NVENTORY

EXAMINE

TAKE

GET

DROP

READ

TURN

PUSH

OPEN

TALK

INSERT

CLOSE

GO